

PlayMetaFileRecord

The **PlayMetaFileRecord** function plays a Windows-format metafile record by executing the graphics device interface (GDI) function contained within that record.

This function is provided for compatibility with 16-bit versions of Microsoft Windows. Win32-based applications should use the [PlayEnhMetaFileRecord](#) function.

```
BOOL PlayMetaFileRecord(  
    HDC   hdc,                // handle of device context  
    LPHANDLETABLE lpHandleTable, // address of metafile handle table  
    LPMETARECORD lpMetaRecord,  // address of metafile record  
    UINT   nHandles           // count of handles  
);
```

Parameters

hdc

Identifies a device context.

lpHandleTable

Points to a table of handles identifying GDI objects used when playing the metafile.

lpMetaRecord

Points to the Windows-format metafile record.

nHandles

Specifies the number of handles in the handle table.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

Remarks

A Windows-format metafile does not support the new curve, path, and transformation functions, such as [PolyBezier](#), [BeginPath](#), and [SetWorldTransform](#). Applications that use these new functions *and* use metafiles to store pictures created by these functions, should use the enhanced format metafile functions.

To convert a Windows-format metafile into an enhanced-format metafile, use the **SetWinMetaFileBits** function.

An application typically uses **PlayMetaFileRecord** in conjunction with the [EnumMetaFile](#) function to process and play a Windows-format metafile one record at a time.

The *lpHandleTable* and *nHandles* parameters must be identical to those passed to the *EnumMetaFileProc* callback procedure by **EnumMetaFile**.

If the **PlayMetaFileRecord** function does not recognize a record, it ignores the record and returns TRUE.